this is a update to the existing rules. all things stated in this text are to replace the things said in the first version.

weapon upgrade cards:
you use your ships attack speed for weapons. if you have a multipart ship you may use any attack speed from all parts of that ship for that weapon. unless otherwise stated you may attack as many times as you have the speed to do so.

crew cards:
a crew card is any card that says “crew”, “captain” or “pilot” on it.
also it is assumed unless otherwise stated, crew cards take up 1 crew (aka personnel) space and no mod space.

experience:
if you have a pilot card with say 9 exp. and a captain card with say 6 exp. you have 6 exp. even if the captain card was played 2nd. this should be stated in the first addition. but hopefully this is much clearer.